

1 APPLICATION FOR UNITED STATES LETTERS PATENT

2 ON INVENTION FOR:

3 WORD-FORMING GAME FOR AT LEAST TWO PLAYERS AND APPARATUS  
4 THEREFORE

5 BY INVENTOR: James N. McCabe

6 \*\*\*\*\*

7 Agt. Doc. No.: MCCJ86A

8 \*\*\*\*\*

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10 REGISTERED PATENT AGENT

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14 \*\*\*\*\*

15 TO ALL WHOM IT MAY CONCERN:

16 BE IT KNOWN that I, James N. McCabe, a citizen of  
17 THE UNITED STATES OF AMERICA and resident of: Paloma, IL  
18 62359-0086 have invented certain new and useful improvements  
19 in a(n): WORD-FORMING GAME FOR AT LEAST TWO PLAYERS AND  
20 APPARATUS THEREFORE of which the following is a full, clear,  
21 concise and exact description:

1 Inventor: James N. McCabe  
2 Invention: WORD-FORMING GAME FOR AT LEAST TWO PLAYERS AND APPARATUS  
3 THEREFOR  
4 DOC. No.: MCCJ86A

5 CROSS REFERENCE TO RELATED APPLICATIONS

6 The instant application contains subject matter disclosed in  
7 applicant's Design Application No. 29/175143 filed on Jan. 29, 2003,  
8 which is presently copending and accordingly it is respectfully  
9 requested that this application be accorded the above priority date of  
10 Jan. 29, 2003 for any common matter, under Title 35 USC 120.

11 BACKGROUND OF THE INVENTION

12 Field of the Invention:

13 The present invention relates to a game. More particularly, the  
14 present invention relates to a word-forming game for at least two players  
15 and apparatus therefor.

16 Description of the Prior Art:

17 Numerous innovations for word games have been provided in the prior  
18 art that will be described. Even though these innovations may be suitable  
19 for the specific individual purposes to which they address, however, they  
20 differ from the present invention.

21 A FIRST EXAMPLE, U.S. Patent No. 3,640,531 to Penders teaches a word  
22 forming game device that includes a board having a playing surface and a  
23 rotor disposed thereover. The playing surface is marked with seven  
24 concentric circles connected by 32 radial lines to form 192 segmental  
25 spaced in 32 radially disposed groups or sectors of six each and in six  
26 circumferential groups or concentric rings of 32 each. The spaces in the

1     outermost ring severally have numerical symbols arranged in numerical  
2     sequence to designate the corresponding radial groups therebelow, while  
3     the spaces in the remaining rings severally have specific alphabetical  
4     letter symbol or a "WILD" word symbol designating any desired letter, but  
5     normally do not form words either radially or circumferentially, and the  
6     spaces in the outermost ring severally are provided with upstanding stops  
7     along the radial lines. The rotor is in the form of a circular disc  
8     covering all but the outermost ring of spaces and provided with a sector-  
9     shaped slot rotatable to expose upon stopping all five spaces in each of  
10    the radial groups, but only four spaces in each of the five concentric  
11    circumferential groups, totaling 20 letter symbols and/or "WILD" symbols.  
12    A radial group of letter symbols is provided along each side of the slot  
13    in alignment with the exposed circumferential groups and spelling one or  
14    more words radially inwardly, such as the word "WHEEL" on one side and the  
15    words "A WORD" on the other side, to designate the preferred radially  
16    inward sequence of selecting the symbols in each of the five  
17    circumferential groups upon successive rotations and stops of the rotor,  
18    which also is provided along the side of the slot designated by the work  
19    "WHEEL" with a detent extending beyond the rotor periphery and engageable  
20    with the stops to stop the rotor between adjacent pairs of stops to  
21    positively designate the first symbols of the circumferential groups to  
22    be selected sequentially radially inwardly. As the rotor stops upon  
23    successive rotations, the four symbols in each of the five exposed  
24    circumferential groups are selected by each player until all 20 symbols  
25    are selected to form words by the use of playing pieces having  
26    corresponding symbols.

27         A SECOND EXAMPLE, U.S. Patent No. 4,084,816 to Shafer teaches an  
28    educational and amusing game for evolving words comprising a plurality of  
29    word cards which are provided with two five-letter words having only one  
30    vowel combination and in which no one letter of the alphabet is repeated  
31    on any one word card. The object of the games is to completely spell out  
32    both words on a word card previously chosen by each participant by means

1 of employing games pieces which are provided with letters, complete words,  
2 and vowel combinations which duplicate the letters, vowel combinations,  
3 and words of the two-word combinations formed on the word cards. The  
4 participants randomly draw upon a series of game pieces which selectively  
5 aid and/or impede the participants in their task of spelling out the words  
6 on a drawn word card.

7 A THIRD EXAMPLE, U.S. Patent No. 4,171,815 to Sturtz teaches a word  
8 forming game comprising a game board having three peripheral slide and an  
9 open side adapted to receive therebetween crossword puzzle inserts. The  
10 upper surface of two of the slides are numbered from thirteen to one. The  
11 crossword inserts have open squares to be filled in with play pieces  
12 marked with various letters to be inserted in the squares to provide  
13 definitions for words appearing in the puzzles. Also provided are score  
14 sheets to keep track of the players performance. The numbering on the  
15 slides also indicates points won by a player for placing the right letters  
16 in the correct squares in response to a puzzle question.

17 A FOURTH EXAMPLE, U.S. Patent No. 4,741,538 to Lewis teaches a game  
18 which includes the board, cards, playing pieces and the rules for playing  
19 the game. The basic principle of the game deals mainly with the  
20 purchasing of alphabet letters from an alphabet bank for a predetermined  
21 price displayed on the surface of the game board. Each player tries to  
22 obtain enough alphabet letters to spell out a word while avoiding his  
23 opponent's scheme to get his alphabet letters and eliminate his ability  
24 to spell out a complete word. Players purchase alphabet letters with play  
25 money, and in turn collect a pay-off price for each word. The player that  
26 accumulates ten thousand dollars first or eliminates all other players out  
27 of the game is the sole winner.

28 A FIFTH EXAMPLE, U.S. Patent No. 4,773,651 to Papapavlou teaches a  
29 hand of cards bearing letters of the alphabet and a combined scoring and  
30 word card are dealt to each player, the players drawing a card from the  
31 deck and discarding in turn until one player's letter cards spell the word  
32 of his word card, the player then placing the word card in a space adapted

1 to receive it on a score board having graduated spaces for each of the  
2 players, and continuing the game until one player has filled the spaces  
3 provided for him on the score board.

4 A SIXTH EXAMPLE, U.S. Patent No. 5,145,183 to Gates teaches a word-  
5 forming game comprising of a game board, game rules, pegged game pieces,  
6 word cards, playing pads, a timer, pencils, and a numbered die. Players  
7 form words from the letters of the word cards using the pencil and pad  
8 provided. Players are awarded points by forming words other players have  
9 not formed. Each round consists of drawing of a new word card. The  
10 winner is the player who has collected enough points to move his or her  
11 game piece to the finish.

12 A SEVENTH EXAMPLE, U.S. Patent No. 5,429,371 to Bledsoe teaches a  
13 board games that has first and second playing areas, with the first  
14 playing area being a continuous path along the perimeter of the game  
15 board. The second playing area is located within the first playing area  
16 and includes spaces for forming words with the spaces having a surface for  
17 erasable markings of letters. The first and second playing areas have  
18 indicia printed thereon. The first playing area determines which letters  
19 to use to form words within the second playing area, and indicates the  
20 monetary values for using the indicated letters. The board game also  
21 includes a die that controls the movement of player pieces along the  
22 continuous path and which directs the players to use a spinner of the  
23 board game. Words may be formed within the second playing area and can  
24 be spelled forward, backward, vertically, horizontally or diagonally. The  
25 spinner provides a further random chance control.

26 It is apparent that numerous innovations for word games have been  
27 provided in the prior art that are adapted to be used. Furthermore, even  
28 though these innovations may be suitable for the specific individual  
29 purposes to which they address, however, they would not be suitable for  
30 the purposes of the present invention as heretofore described.

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SUMMARY OF THE INVENTION

2           ACCORDINGLY, AN OBJECT of the present invention is to provide a  
3 word-forming game for at two players and apparatus therefor that avoids  
4 the disadvantages of the prior art.

5           ANOTHER OBJECT of the present invention is to provide a word-forming  
6 game for at least two players and apparatus therefor that is simple and  
7 inexpensive to manufacture.

8           STILL ANOTHER OBJECT of the present invention is to provide a word-  
9 forming game for at least two players and apparatus therefor that is  
10 simple to use.

11          BRIEFLY STATED, STILL YET ANOTHER OBJECT of the present invention  
12 is to provide a word-forming game for at least two players that includes  
13 twenty-eight aligned playing pieces. Each playing piece has front and  
14 rear indicia thereon that includes an uppercase letter and a corresponding  
15 lowercase letter therebelow. The front and rear indicia of a first and  
16 twenty-eight playing pieces is a "star," while the front indicia of a  
17 second to a twenty-seventh playing piece are each respective letters of  
18 the alphabet in alphabetical order and the rear indicia of the second to  
19 the twenty-seventh playing piece are each also respective letters of the  
20 alphabet, but in reverse alphabetical order. The method of playing the  
21 word-forming game includes making as many words as possible from the  
22 twenty-eight playing pieces, removing the associated letters therefrom  
23 each time a word is made. The last player to be able to make a word wins.

24          The novel features which are considered characteristic of the  
25 present invention are set forth in the appended claims. The invention  
26 itself, however, both as to its construction and its method of operation,  
27 together with additional objects and advantages thereof, will be best  
28 understood from the following description of the specific embodiments when  
29 read and understood in connection with the accompanying drawing.

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BRIEF DESCRIPTION OF THE DRAWING

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The figures of the drawing are briefly described as follows:

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FIGURE 1

is a diagrammatic perspective view of the present invention in use;

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FIGURE 1A

is an enlarged diagrammatic perspective view of a typical playing piece generally identified by arrow 1A in figure 1;

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FIGURE 2

is a diagrammatic side elevational view taken generally in the direction of arrow 2 in figure 1;

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FIGURE 3

is a diagrammatic bottom plan view taken generally in the direction of arrow 3 in figure 2;

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FIGURE 4

is a diagrammatic elevational view of first and twenty-eight playing pieces taken generally in the directions of arrows F and R in figure 2;

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FIGURE 5

is a diagrammatic elevational view of a second playing piece taken generally in the direction of arrow F in figure 2 and of a twenty-seventh playing piece taken generally in the direction of arrow R in figure 2;

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FIGURE 6

is a diagrammatic elevational view of a third playing piece taken generally in the direction of arrow F in figure 2 and of a twenty-sixth playing piece taken generally in the direction of arrow R in figure 2;

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FIGURE 7

is a diagrammatic elevational view of a fourth playing piece taken generally in the direction of arrow F in figure 2 and of a twenty-fifth playing piece taken generally in the direction of arrow R in figure 2;

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FIGURE 8

is a diagrammatic elevational view of a fifth playing piece taken generally in the direction of arrow F in figure 2 and of a twenty-fourth playing piece taken generally in the direction of arrow R in figure 2;

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1      FIGURE 9      is a diagrammatic elevational view of a sixth playing  
2      piece taken generally in the direction of arrow F in  
3      figure 2 and of a twenty-third playing piece taken  
4      generally in the direction of arrow R in figure 2;  
5      FIGURE 10      is a diagrammatic elevational view of a seventh playing  
6      piece taken generally in the direction of arrow F in  
7      figure 2 and of a twenty-second playing piece taken  
8      generally in the direction of arrow R in figure 2;  
9      FIGURE 11      is a diagrammatic elevational view of a eighth playing  
10     piece taken generally in the direction of arrow F in  
11     figure 2 and of a twenty-first playing piece taken  
12     generally in the direction of arrow R in figure 2;  
13     FIGURE 12      is a diagrammatic elevational view of a ninth playing  
14     piece taken generally in the direction of arrow F in  
15     figure 2 and of a twentieth playing piece taken  
16     generally in the direction of arrow R in figure 2;  
17     FIGURE 13      is a diagrammatic elevational view of a tenth playing  
18     piece taken generally in the direction of arrow F in  
19     figure 2 and of an nineteenth playing piece taken  
20     generally in the direction of arrow R in figure 2;  
21     FIGURE 14      is a diagrammatic elevational view of a eleventh playing  
22     piece taken generally in the direction of arrow F in  
23     figure 2 and of a eighteenth playing piece taken  
24     generally in the direction of arrow R in figure 2;  
25     FIGURE 15      is a diagrammatic elevational view of a twelfth playing  
26     piece taken generally in the direction of arrow F in  
27     figure 2 and of a seventeenth playing piece taken  
28     generally in the direction of arrow R in figure 2;  
29     FIGURE 16      is a diagrammatic elevational view of a thirteenth  
30     playing piece taken generally in the direction of arrow  
31     F in figure 2 and of a sixteenth playing piece taken  
32     generally in the direction of arrow R in figure 2;



1      FIGURE 17      is a diagrammatic elevational view of a fourteenth  
2      playing piece taken generally in the direction of arrow  
3      F in figure 2 and of the fifteenth playing piece taken  
4      generally in the direction of arrow R in figure 2;  
5      FIGURE 18      is a diagrammatic elevational view of a fifteenth  
6      playing piece taken generally in the direction of arrow  
7      F in figure 2 and of the fourteenth playing piece taken  
8      generally in the direction of arrow R in figure 2;  
9      FIGURE 19      is a diagrammatic elevational view of a sixteenth  
10     playing piece taken generally in the direction of arrow  
11     F in figure 2 and of the thirteenth playing piece taken  
12     generally in the direction of arrow R in figure 2;  
13     FIGURE 20     is a diagrammatic elevational view of a seventeenth  
14     playing piece taken generally in the direction of arrow  
15     F in figure 2 and of the twelfth playing piece taken  
16     generally in the direction of arrow R in figure 2;  
17     FIGURE 21     is a diagrammatic elevational view of a eighteenth  
18     playing piece taken generally in the direction of arrow  
19     F in figure 2 and of the eleventh playing piece taken  
20     generally in the direction of arrow R in figure 2;  
21     FIGURE 22     is a diagrammatic elevational view of a nineteenth  
22     playing piece taken generally in the direction of arrow  
23     F in figure 2 and of the tenth playing piece taken  
24     generally in the direction of arrow R in figure 2;  
25     FIGURE 23     is a diagrammatic elevational view of a twentieth  
26     playing piece taken generally in the direction of arrow  
27     F in figure 2 and of the ninth playing piece taken  
28     generally in the direction of arrow R in figure 2;  
29     FIGURE 24     is a diagrammatic elevational view of a twenty-first  
30     playing piece taken generally in the direction of arrow  
31     F in figure 2 and of the eighth playing piece taken  
32     generally in the direction of arrow R in figure 2;

1      FIGURE 25      is a diagrammatic elevational view of a twenty-second  
2      playing piece taken generally in the direction of arrow  
3      F in figure 2 and of the seventh playing piece taken  
4      generally in the direction of arrow R in figure 2;  
5      FIGURE 26      is a diagrammatic elevational view of a twenty-third  
6      playing piece taken generally in the direction of arrow  
7      F in figure 2 and of the sixth playing piece taken  
8      generally in the direction of arrow R in figure 2;  
9      FIGURE 27      is a diagrammatic elevational view of a twenty-fourth  
10     playing piece taken generally in the direction of arrow  
11     F in figure 2 and of the fifth playing piece taken  
12     generally in the direction of arrow R in figure 2;  
13     FIGURE 28      is a diagrammatic elevational view of a twenty-fifth  
14     playing piece taken generally in the direction of arrow  
15     F in figure 2 and of the fourth playing piece taken  
16     generally in the direction of arrow R in figure 2;  
17     FIGURE 29      is a diagrammatic elevational view of a twenty-sixth  
18     playing piece taken generally in the direction of arrow  
19     F in figure 2 and of the third playing piece taken  
20     generally in the direction of arrow R in figure 2;  
21     FIGURE 30      is a diagrammatic elevational view of a twenty-seventh  
22     playing piece taken generally in the direction of arrow  
23     F in figure 2 and of the second playing piece taken  
24     generally in the direction of arrow R in figure 2; and  
25     FIGURES 31A-31D      are a process flow chart of the method of playing  
26     the game method of the present invention.

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LIST OF REFERENCE NUMERALS UTILIZED IN THE DRAWING

- 2     40     word-forming game of present invention for at least two players  
3           (not shown)  
4     42     twenty-eight playing pieces  
5     44     front surface of each playing piece of twenty-eight playing  
6           pieces 42 for facing one player (not shown)  
7     46     rear surface of each playing piece of twenty-eight playing pieces  
8           42 for facing another player (not shown)  
9     48     pair of side surfaces of each playing piece of twenty-eight  
10          playing pieces 42  
11     50     bottom surface of each playing piece of twenty-eight playing  
12          pieces 42 for resting on playing field 51  
13     51     playing field  
14     52     front indicia on front surface 44 of each playing piece of  
15          twenty-eight playing pieces 42  
16     54     rear indicia on rear surface 46 of each playing piece of twenty-  
17          eight playing pieces 42  
18     56     uppercase letter of each of front indicia 52 and rear indicia 54  
19          of each playing piece of twenty-eight playing pieces 42  
20     58     corresponding lowercase letter of each of front indicia 52 and  
21          rear indicia 54 of each playing piece of twenty-eight playing  
22          pieces 42  
23     60     first and twenty-eight playing pieces of twenty-eight playing  
24          pieces 42  
25     62     "star" of front indicia 52 and rear indicia 54 of first playing  
26          piece 60 of twenty-eight playing pieces 42  
27     64     second playing piece of twenty-eight playing pieces 42  
28     66     upper case and lower case "A/a" of front indicia 52 of second  
29          playing piece 64 of twenty-eight playing pieces 42  
30     68     upper case and lower case "Z/z" of rear indicia 54 of second  
31          playing piece 64 of twenty-eight playing pieces 42

1	70	third playing piece of twenty-eight playing pieces 42
2	72	upper case and lower case "B/b" of front indicia 52 of third
3		playing piece 70 of twenty-eight playing pieces 42
4	73	upper case and lower case "Y/y" of rear indicia 54 of third
5		playing piece 70 of twenty-eight playing pieces 42
6	74	fourth playing piece of twenty-eight playing pieces 42
7	76	upper case and lower case "C/c" of front indicia 52 of fourth
8		playing piece 74 of twenty-eight playing pieces 42
9	78	upper case and lower case "X/x" of rear indicia 54 of fourth
10		playing piece 74 of twenty-eight playing pieces 42
11	80	fifth playing piece of twenty-eight playing pieces 42
12	82	upper case and lower case "D/d" of front indicia 52 of fifth
13		playing piece 80 of twenty-eight playing pieces 42
14	84	upper case and lower case "W/w" of rear indicia 54 of fifth
15		playing piece 80 of twenty-eight playing pieces 42
16	86	sixth playing piece of twenty-eight playing pieces 42
17	88	upper case and lower case "E/e" of front indicia 52 of sixth
18		playing piece 86 of twenty-eight playing pieces 42
19	90	upper case and lower case "V/v" of rear indicia 54 of sixth
20		playing piece 86 of twenty-eight playing pieces 42
21	92	seventh playing piece 92 of twenty-eight playing pieces 42
22	94	upper case and lower case "F/f" of front indicia 52 of seventh
23		playing piece 92 of twenty-eight playing pieces 42
24	96	upper case and lower case "U/u" of rear indicia 54 of seventh
25		playing piece 92 of twenty-eight playing pieces 42
26	98	eighth playing piece of twenty-eight playing pieces 42
27	100	upper case and lower case "G/g" of front indicia 52 of eighth
28		playing piece 98 of twenty-eight playing pieces 42
29	102	upper case and lower case "T/t" of rear indicia 54 of eighth
30		playing piece 98 of twenty-eight playing pieces 42
31	104	ninth playing piece of twenty-eight playing pieces 42

1     106    upper case and lower case "H/h" of front indicia 52 of ninth  
2           playing piece 104 of twenty-eight playing pieces 42  
3     107    upper case and a lower case "S/s" of rear indicia 54 of ninth  
4           playing piece 104 of twenty-eight playing pieces 42  
5     108    tenth playing piece of twenty-eight playing pieces 42  
6     110    upper case and lower case "I/i" of front indicia 52 of tenth  
7           playing piece 108 of twenty-eight playing pieces 42  
8     112    upper case and lower case "R/r" of rear indicia 54 of tenth  
9           playing piece 108 of twenty-eight playing pieces 42  
10    114    eleventh playing piece of twenty-eight playing pieces 42  
11    116    upper case and lower case "J/j" of front indicia 52 of eleventh  
12          playing piece 114 of twenty-eight playing pieces 42  
13    118    upper case and lower case "Q/q" of rear indicia 54 of eleventh  
14          playing piece 114 of twenty-eight playing pieces 42  
15    120    twelfth playing piece of twenty-eight playing pieces 42  
16    122    upper case and lower case "K/k" of front indicia 52 of twelfth  
17          playing piece 120 of twenty-eight playing pieces 42  
18    123    upper case and lower case "P/p" of rear indicia 54 of twelfth  
19          playing piece 120 of twenty-eight playing pieces 42  
20    124    thirteenth playing piece of twenty-eight playing pieces 42  
21    126    upper case and lower case "L/l" of front indicia 52 of thirteenth  
22          playing piece 124 of twenty-eight playing pieces 42  
23    128    upper case and a lower case "O/o" of rear indicia 54 of  
24          thirteenth playing piece 124 of twenty-eight playing pieces 42  
25    130    fourteenth playing piece 130 of twenty-eight playing pieces 42  
26    132    upper case and lower case "M/m" of front indicia 52 of fourteenth  
27          playing piece 130 of twenty-eight playing pieces 42  
28    134    upper case and lower case "N/n" 134 of rear indicia 54 of  
29          fourteenth playing piece 130 of twenty-eight playing pieces 42

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## DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

2           Referring now to the figures, in which like numerals indicate like  
3 parts, and particularly to figure 1, the word game of the present  
4 invention is shown generally at 40 for at least two players (not shown)  
5 and comprises twenty-eight playing pieces 42.

6           The configuration of a each playing piece 42 can best be seen in  
7 figures 1A, 2, and 3, and as such, will be discussed with reference  
8 thereto.

9           Each playing piece 42 has a front surface 44 for facing one player  
10 (not shown), a rear surface 46 for facing an opponent player (not shown),  
11 a pair of side surfaces 48, and a bottom surface 50 for resting on a  
12 playing field 51.

13           The front surface 44, the rear surface 46, and the bottom surface  
14 50 of each playing piece 42 are each rectangular-shaped, while each of the  
15 side surfaces 48 of each playing piece 42 is triangular-shaped and  
16 initially abuts against a side surface 48 of an adjacent playing piece 42,  
17 while the front surface 44 of each playing piece 42 initially aligns with  
18 the front surface 44 of the adjacent playing piece 42, and the rear  
19 surface 46 of each playing piece 42 initially aligns with the rear surface  
20 46 of the adjacent playing piece 42.

21           The front surface 44 of each playing piece 42 has front indicia 52  
22 thereon, while the rear surface 46 of each playing piece 42 has rear  
23 indicia 54 thereon.

24           The front indicia 52 and the rear indicia 54 of each playing piece  
25 42 are letters of the alphabet.

26           Each of the front indicia 52 and the rear indicia 54 of each playing  
27 piece 42 comprises an uppercase letter 56 and a corresponding lowercase  
28 letter 58 therebelow.

29           The specific front indicia 52 and the specific rear indicia 54 of  
30 each playing piece of the twenty-eight playing pieces 42 can best be seen  
31 in figures 4-30, and as such, will be discussed with reference thereto.

1           The front indicia 52 and the rear indicia 54 of a first and twenty-  
2 eight playing piece 60 of the twenty-eight playing pieces 42 are each a  
3 "star" 62 (FIG. 4).

4           In general, the front indicia 52 of a second to a twenty-seventh  
5 playing piece of the twenty-eight playing pieces 42 are each respective  
6 letters of the alphabet in alphabetical order, while the rear indicia 54  
7 of the second to the twenty-seventh playing piece are each also respective  
8 letters of the alphabet, but in reverse alphabetical order.

9           The front indicia 52 of a second playing piece 64 of the twenty-  
10 eight playing pieces 42 is an upper case and a lower case "A/a" 66 (FIG.  
11 5), while the rear indicia 54 of the second playing piece 64 of the  
12 twenty-eight playing pieces 42 is an upper case and a lower case "Z/z" 68  
13 (FIG. 30).

14           The front indicia 52 of a third playing piece 70 of the twenty-eight  
15 playing pieces 42 is an upper case and a lower case "B/b" 72 (FIG. 6),  
16 while the rear indicia 54 of the third playing piece 70 of the twenty-  
17 eight playing pieces 42 is an upper case and a lower case "Y/y" 73 (FIG.  
18 29).

19           The front indicia 52 of a fourth playing piece 74 of the twenty-  
20 eight playing pieces 42 is an upper case and a lower case "C/c" 76 (FIG.  
21 7), while the rear indicia 54 of the fourth playing piece 74 of the  
22 twenty-eight playing pieces 42 is an upper case and a lower case "X/x" 78  
23 (FIG. 28).

24           The front indicia 52 of a fifth playing piece 80 of the twenty-eight  
25 playing pieces 42 is an upper case and a lower case "D/d" 82 (FIG. 8),  
26 while the rear indicia 54 of the fifth playing piece 80 of the twenty-  
27 eight playing pieces 42 is an upper case and a lower case "W/w" 84 (FIG.  
28 27).

29           The front indicia 52 of a sixth playing piece 86 of the twenty-eight  
30 playing pieces 42 is an upper case and a lower case "E/e" 88 (FIG. 9),  
31 while the rear indicia 54 of the sixth playing piece 86 of the twenty-

1 eight playing pieces 42 is an upper case and a lower case "V/v" 90 (FIG.  
2 26).

3 The front indicia 52 of a seventh playing piece 92 of the twenty-  
4 eight playing pieces 42 is an upper case and a lower case "F/f" 94 (FIG.  
5 10), while the rear indicia 54 of the seventh playing piece 92 of the  
6 twenty-eight playing pieces 42 is an upper case and a lower case "U/u" 96  
7 (FIG. 25).

8 The front indicia 52 of an eighth playing piece 98 of the twenty-  
9 eight playing pieces 42 is an upper case and a lower case "G/g" 100 (FIG.  
10 11), while the rear indicia 54 of the eighth playing piece 98 of the  
11 twenty-eight playing pieces 42 is an upper case and a lower case "T/t" 102  
12 (FIG. 24).

13 The front indicia 52 of a ninth playing piece 104 of the twenty-  
14 eight playing pieces 42 is an upper case and a lower case "H/h" 106 (FIG.  
15 12), while the rear indicia 54 of the ninth playing piece 104 of the  
16 twenty-eight playing pieces 42 is an upper case and a lower case "S/s" 107  
17 (FIG. 23).

18 The front indicia 52 of a tenth playing piece 108 of the twenty-  
19 eight playing pieces 42 is an upper case and a lower case "I/i" 110 (FIG.  
20 13), while the rear indicia 54 of the tenth playing piece 108 of the  
21 twenty-eight playing pieces 42 is an upper case and a lower case "R/r" 112  
22 (FIG. 22).

23 The front indicia 52 of an eleventh playing piece 114 of the twenty-  
24 eight playing pieces 42 is an upper case and a lower case "J/j" 116 (FIG.  
25 14), while the rear indicia 54 of the eleventh playing piece 114 of the  
26 twenty-eight playing pieces 42 is an upper case and a lower case "Q/q" 118  
27 (FIG. 21).

28 The front indicia 52 of a twelfth playing piece 120 of the twenty-  
29 eight playing pieces 42 is an upper case and a lower case "K/k" 122 (FIG.  
30 15), while the rear indicia 54 of the twelfth playing piece 120 of the  
31 twenty-eight playing pieces 42 is an upper case and a lower case "P/p" 123  
32 (FIG. 20).



1           The front indicia 52 of a thirteenth playing piece 124 of the  
2   twenty-eight playing pieces 42 is an upper case and a lower case "L/l" 126  
3   (FIG. 16), while the rear indicia 54 of the thirteenth playing piece 124  
4   of the twenty-eight playing pieces 42 is an upper case and a lower case  
5   "O/o" 128 (FIG. 19).

6           The front indicia 52 of a fourteenth playing piece 130 of the  
7   twenty-eight playing pieces 42 is an upper case and a lower case "M/m" 132  
8   (FIG. 17), while the rear indicia 54 of the fourteenth playing piece 130  
9   of the twenty-eight playing pieces 42 is an upper case and a lower case  
10   "N/n" 134 (FIG. 18).

11          The front indicia 52 and the rear indicia 54 of a thirteen playing  
12   piece to a twenty-sixth playing piece of the twenty-eight playing pieces  
13   42 are the reverse of the front indicia 52 and the rear indicia 54 of the  
14   second playing piece 64 to the fourteenth playing piece 130 of the twenty-  
15   eight playing pieces 42, respectively, i.e., the front indicia 52 of the  
16   fifteenth playing piece to the twenty-sixth playing piece of the twenty-  
17   eight playing pieces 42 is the rear indicia 54 of the second playing piece  
18   64 to the fourteenth playing piece 130 of the twenty-eight playing pieces  
19   42, respectively, and the rear indicia 54 of the fifteenth playing piece  
20   to the twenty-sixth playing piece of the twenty-eight playing pieces 42  
21   is the front indicia 52 of the second playing piece 64 to the fourteenth  
22   playing piece 130 of the twenty-eight playing pieces 42, respectively.

23          In other words there are two of a kind of a total of fourteen  
24   different kinds of play pieces described in this specification. It is to  
25   be realized that others may devise different rules for playing different  
26   games with different numbers of kinds of playing pieces without departing  
27   from the spirit of the present invention.

28          The method of playing the word-forming game 10 can best be seen in  
29   figures 1 and 31A-31d, and as such, will be discussed with reference  
30   thereto.

31   STEP 1:     Align the twenty-eight playing pieces 42, twenty-six in  
32                   alphabetical order and two "joker stars", on the playing field

1                   51, between the one player and the opponent player, so as to  
2                   form aligned playing pieces.  
3       STEP 2:     Announce, by a first player, so as to form an announced first  
4                   player, a word to be spelled from the aligned playing pieces.  
5       STEP 3:     Remove, by the announced first player, playing pieces from the  
6                   aligned playing pieces that spell the word announced, so as  
7                   to leave remaining aligned playing pieces.  
8       STEP 4:     Determine, by a next player, if there are sufficient playing  
9                   pieces remaining in the remaining playing pieces to form  
10                  another word.  
11       STEP 5:     Win game by last player, if answer to step 4 is no.  
12       STEP 6:     Announce, by the next player, so as to form an announced next  
13                   player, a word to be spelled from the remaining aligned  
14                   playing pieces, if answer to step 4 is yes.  
15       STEP 6:     Remove, by the announced next player, playing pieces of the  
16                   remaining aligned playing pieces that spell the word  
17                   announced, if step 5 is carried out.  
18       STEP 7:     Return to step 4, if step 6 is carried out.

19                 It will be understood that each of the elements described above, or  
20                 two or more together, may also find a useful application in other types  
21                 of constructions differing from the types described above.

22                 While the invention has been illustrated and described as embodied  
23                 in a word-forming game for at least two players and apparatus therefor,  
24                 however, it is not limited to the details shown, since it will be  
25                 understood that various omissions, modifications, substitutions and  
26                 changes in the forms and details of the device illustrated and its  
27                 operation can be made by those skilled in the art without departing in any  
28                 way from the spirit of the present invention.

29                 Without further analysis, the foregoing will so fully reveal the  
30                 gist of the present invention that others can, by applying current  
31                 knowledge, readily adapt it for various applications without omitting

1 features that, from the standpoint of prior art, fairly constitute  
2 characteristics of the generic or specific aspects of this invention.